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ABSTRACT

A delivery system that delivers rounded prize capsules in an arcade-type skill game.

Several slanted channels store capsules that line up naturally within a vertical agitator column. An electrically-activated capsule transport located beneath the agitator column
5 moves over a hole through which a capsule transported in the transport falls for delivery to the game patron. The capsule transport's movement causes the delivery chute to move vertically upward and allow the next-in-line, topmost capsule in the channels to fall into the agitator column. The capsule transport then moves back to its original position, causing the agitator column to lower and allow the lowermost capsule in the agitator
10 column to fall into the capsule transport in preparation for the next delivery. Preferably, the delivery system is embodied within a skill game in which a player rocks a ball back and forth up a ridged hill and into a hole at the top.

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